

ACD Count Rates

VETO Rates

From EGRET A-dome rates, the on-orbit counts rates vary from ~ 0.3 Hz/cmsq to 1.5 Hz/cmsq. These are an overestimate for LAT, because the ACD thresholds will be substantially higher than the corresponding thresholds on EGRET. Therefore, this represents a worst case.

Minimum Cutoff (~ 4 GV) \Rightarrow maximum rate

For top tiles, rate is 1.5×34^2 cmsq	~ 1700 Hz
For smallest tiles, rate is $1.5 \times 34 \text{ cm} \times 15 \text{ cm}$	~ 750 Hz
For large tiles, rate is $1.5 \times 170 \text{ cm} \times 15 \text{ cm}$	~ 3800 Hz

Maximum Cutoff (~ 17 GV) \Rightarrow minimum rate

For top tiles, rate is 0.3×34^2 cmsq	~ 340 Hz
For smallest tiles, rate is $0.3 \times 34 \text{ cm} \times 15 \text{ cm}$	~ 150 Hz
For large tiles, rate is $0.3 \times 170 \times 15$	~ 760 Hz

Solar Flares - Rates can increase by a factor of >100

For top tiles, rate could be 60×34^2 cmsq	~ 70 kHz
For smallest tiles, rate could be $60 \times 34 \text{ cm} \times 15 \text{ cm}$	~ 30 kHz
For large tiles, rate could be $60 \times 170 \times 15$	~ 150 kHz

HLD_OR Rates

Instead of EGRET rates, use 1% of total primary cosmic-ray flux, because the backgrounds that raise the VETO rates above that predicted from the primary flux won't contribute to the HLD rates.

Minimum Cutoff (~ 4 GV)

For X-side <u>HLD_OR's</u> , rate is $0.01 \times (7 \times 34^2 \text{ cmsq} + 2.5 \times 34 \text{ cm} \times 55 \text{ cm}) \times 0.1 \text{ Hz/cmsq/sr} \times 3 \text{ sr}$	~ 40 Hz
For Y-side <u>HLD_OR's</u> , rate is $0.01 \times (5 \times 34 \text{ cm} \times 55 \text{ cm}) \times 0.1 \text{ Hz/cmsq/sr} \times 3 \text{ sr}$	~ 30 Hz

Maximum Cutoff (~ 17 GV)

For X-side <u>HLD_OR's</u> , rate is $0.01 \times (7 \times 34^2 \text{ cmsq} + 2.5 \times 34 \text{ cm} \times 55 \text{ cm}) \times 0.01 \text{ Hz/cmsq/sr} \times 3 \text{ sr}$	~ 4 Hz
For Y-side <u>HLD_OR's</u> , rate is $0.01 \times (5 \times 34 \text{ cm} \times 55 \text{ cm}) \times 0.1 \text{ Hz/cmsq/sr} \times 3 \text{ sr}$	~ 3 Hz

Solar Flares

Little change expected

VETO-Based Primitive Rates

The VETO-based primitives rates vary widely depending upon how many tiles are involved and also how many tiles are required to be hit.

4-tile "supertile"

4x the rate for a top tile	1400-6800 Hz normally
	280 kHz for solar flare

Top 5x5 array, exactly 1 hit

25x the rate for a top tile	8500-42,000 Hz normally
	2 MHz for solar flare

Top 5x5 array, exactly 2 hits

This requires an electron shower or a nuclear interaction in the calorimeter; assume that the normal rate will be down x10 from the singles rates: 850-4200 Hz

Solar flares will produce a much smaller effect here than that for singles because of the steep spectra; assume 25x less: 80 kHz.

Top 5x5 array, 3 or more hits

Comparable with the "exactly 2" rates	850-4200 Hz normally
	80 kHz for solar flares.

Side array exactly 1 hit

About half the rate from the top array	4200-21,000 Hz normally
	1 MHz for solar flare

Side array, exactly 2 hits

More than half the top "exactly 2" rate because of proximity of calorimeter; assume 3/4 of top rate	640-3200 Hz normally
	60 kHz for solar flare

Side array, 3 or more hits

Similar to "exactly 2" rate	640-3200 Hz normally
	60 kHz for solar flare

AND of X(or Y)-sides (exactly 1 each side)

Geometry factor from A^2/L^2 (an overestimate) is ~ 7200 cmsq-sr; use
5500 x (0.01 to 0.1) Hz/cmsq/sr. With 3 sr, rate is: 160-1600 Hz normally

This is a calibration mode, and hopefully won't be in use during a solar flare, so we don't care much about the solar flare rates, which won't increase much anyway.

HLD Primitive Rate

Derived in a manner similar to that for the HLD_OR's

Minimum Cutoff (~4GV)

$$0.01 \times (170 \times 170 + 4 \times 170 \times 55) \text{ cmsq} \times 0.1 \text{ Hz/cmsq/sr} \times 3 \text{ sr} \sim 200 \text{ Hz}$$

Maximum Cutoff (~17 GV)

$$0.01 \times 66,300 \text{ cmsq} \times 0.01 \text{ Hz/cmsq/sr} \times 3 \text{ sr} \sim 20 \text{ Hz}$$

Solar Flares

Little change expected